INTERACTIVE WATER ATTRACTION AND QUEST GAME ABSTRACT OF THE INVENTION

An interactive water attraction and system of game play is provided wherein the gaming is carried out within a pool, water park or water attraction. The game utilizes electronically identifiable objects, cards, bands, tags and/or the like, to provide an interactive game play experience generally simulative of a computer adventure game experience. Play participants are challenged to work and cooperate with other play participants to find identified objects, clues or other information and to use the objects, clues or information to solve various puzzles or problems that present encumbrances inhibiting players' advancement in the game. Each play participant possesses a unique RFID band, card or the like, that electronically identifies the play participant and enables the play system to award and track points or other rewards to successful play participants individually or working with other play participants as a team. The game in accordance with the invention provides the intellectual challenge and excitement of a computer adventure game, but with tangible interactives, physical challenges, and social interaction.

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